



Dear _____,

Class _____

We are pleased that you are planning to participate in the Southeast School Invention Convention. Attached to this letter you will find the display requirements, guidelines on what the judges look for, a materials resource list, and hints for inventors. Show this packet to your parents and anyone who will be helping you with your invention.

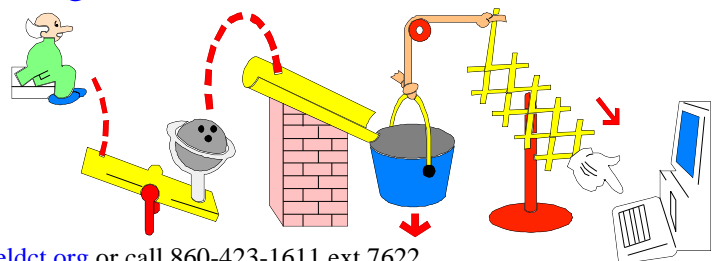
The guidelines included must be followed for your invention to qualify for the Connecticut Invention Convention. You may use the sample log available on our website—and new this year a google doc version--with your display or create your own log but remember that you need some kind of log to enter an invention. Inventions will be judged during the day of the **Southeast School Invention Convention on Wednesday, March 8th**. Several students will be chosen to represent Southeast School at the Connecticut Invention Convention at the University of Connecticut in the spring.

As a first step, please fill out and return the “Intent to Invent” form attached to this notice. Completing this form will help you organize the project you would like to create. Show this form to Mrs. Irvine.

Inventions should be brought to Southeast on **March 8th** by 9:00 a.m. If you have any questions ask your teacher or Mrs. Irvine*. We would be glad to help. Have fun!

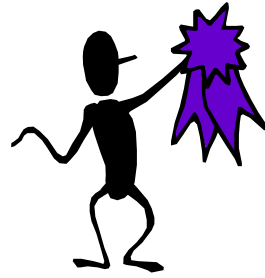
Note: *These packets and other resources are available from the Southeast School Webpage: www.mansfieldct.gov/southeast*

Click on the Science Fair & Invention Convention link under Southeast News and Announcements.



*Mrs. Irvine's email address is irvinesb@mansfieldct.org or call 860-423-1611 ext 7622

Southeast School Science Fair and Invention Convention
Southeast School All-Purpose Room
Wednesday, March 8, 2017
6:30-7:30 P.M.



- All projects must be brought to the Southeast All-Purpose Room on **March 8th** by **9:00 a.m.** Projects need to be at school in the morning so that the Invention Judges can work during the day and so the classes can visit the displays during the morning/afternoon of **March 8th**. Families return at night for the Science Fair and Invention Convention from 6:30-7:30 p.m.
- We request that parents inform the school* of any project that needs to be monitored by an adult (due to delicate equipment, electrical current etc.). Parents should consider doing this in advance, if possible or at least before leaving the project on the morning of **March 8**. We want to be sure that students who tour the event during the day do not damage equipment or injure themselves.
- All projects should be taken home after the evening Science Fair and Invention Convention. Please contact Mrs. Irvine* if you are not able to take your project home that evening so that other arrangements can be made.
- Students entering the INVENTION CONVENTION are required to bring a completed Inventors Log.
- Exhibits should be free-standing so that they can be displayed on any table.
- Titles and student names should be clear, large, and neat.
- Charts and pictures should have a clear explanation.
- Don't forget to practice your presentation. Students, teachers, judges and parents are interested to hear what you did and how you did it.
- Students are asked to stay with their projects on the night of the celebration. All students will have a chance to see the other projects during the day.
- No dangerous chemicals or open flames may be displayed.
- Inventions will be judged in a competition while science fair projects will not.
- All participants will receive a certificate of participation.
- Please let us know if you need any special arrangements. We may be able to arrange for your project to be close to a sink or electrical outlet if we receive such a request before the event. We also can make arrangements for projects to be picked up the next day, for example.

*Mrs. Irvine's email address is irvinesb@mansfieldct.org or call 860-423-1611 ext 7622

Intent to Invent

This is to help you plan—return to Mrs. Irvine if you would like some feedback.

Inventor's Name: _____ Date: _____

Idea for Invention: _____

Problem Solved: _____

Description: _____

How it will work: _____

Sketch:

Materials to be used: _____

Inventor's Signature

Grade Level

Teacher

Connecticut Invention Convention

Criteria for Judging

When you finish your invention, ask yourself these questions that the judges will be asking when they look at your invention.

Originality of Invention Idea

- ☐ Is the invention a new idea?
- ☐ Did you come up with a unique, unusual, or clever solution to the problem?
- ☐ Did you select an unusual or difficult problem to solve?

Inventing Process

- ☐ How well did you keep track of the steps in your invention? You can have someone else write your ideas as long as they are YOUR ideas.
- ☐ What did you use to learn about and make your invention? Did you tell who helped you or where you got ideas or information?
- ☐ Did you show all the steps from your first idea to your completed invention? In other words, did you include things you tried that didn't work and why you decided to use the materials that you did?
- ☐ How do you know that no one else has this idea? Did you try to find out by asking an expert or going to a store or looking in catalogues and the internet?

Invention Effectiveness

- ☐ Does your invention do what it is supposed to do?
- ☐ Does it work? Does the invention work even better than anticipated?
- ☐ Does it solve other problems too?

Practicality of the Invention

- ☐ Can you explain how your invention is better than other products that solve the same problem?
- ☐ Is it easier to use? More portable? Safer? Made from better materials? More fun?
- ☐ Did you try to make it easy to use?
- ☐ Did you use the best materials you could find to make it?

Need for the Invention

- ☐ Why did you decide on this invention?
- ☐ Is the invention useful? How does it help us?
- ☐ Who is helped by it--the general public? --elderly people? --children?—people who are disabled? --or only YOU?
- ☐ Is it better for the environment than things we use now?

CIC Guidelines for Inventors

1. Each invention must be the product of a single inventor, this means that students may not work together on an invention.
2. Inventions must fit into the following definition:
An invention can be anything that solves a real problem. It is something that no one has ever thought of before. It cannot be purchased in a store or found in a book. Sometimes an invention is an improvement to an object that was already invented. An invention must serve a purpose.
3. Inventors are encouraged to use recycled materials. The cost of the invention must not exceed \$25. See below for suggestions of places to get materials.
4. Each invention must be accompanied by a self-standing display board (needing no more than 24 inches of table space) that includes the following information:
 - The title of the invention.
 - A description of the problem the invention solves.
 - A description of how the invention works.
 - Inventor's name, grade, and school.
5. Each inventor must submit a log (visit CIC website ctinventionconvention.org or see Mrs. Irvine for a blank log) or report, in a developmentally appropriate format, that includes the following information:
 - A written statement of the purpose of the invention and the problem it solves.
 - A list of materials used.
 - A list of all the steps taken to complete the invention. Describe the problems encountered and include drawings or photographs of attempts that failed.
 - A written statement proving originality. In addition to parent verification, students should also describe what they did to ensure that their invention does not already exist.
6. Table display space is limited to two feet by two feet. A working model should represent inventions that are too large.
7. Think of how you will explain your invention idea, your process for trying out different versions, and how you improved it. Practice with friends and family.

Where to Look for Materials

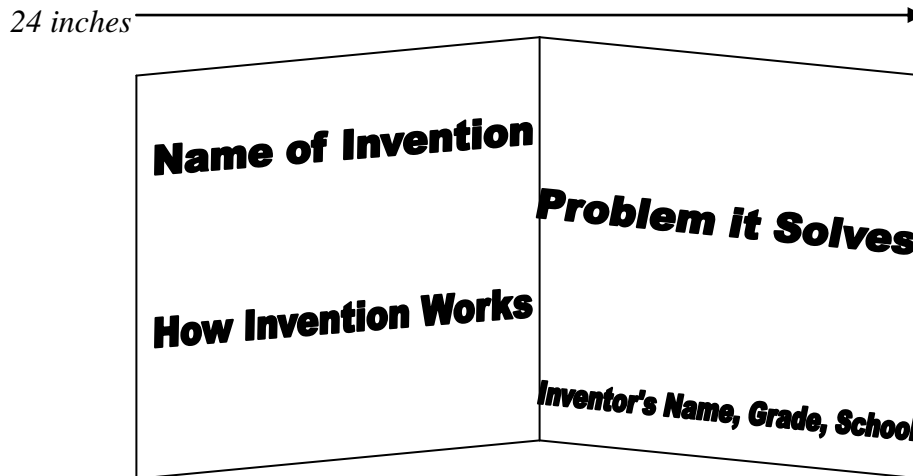
Local Factories	Insurance Businesses	Hardware Stores	Lumber Yards
Pizza, Ice Cream, or other Restaurant	Hair Salons	Museum Recycling Shops	
Home Improvement/Interior Decorating Shops	Gas Stations/Repair Garages		
Use the Yellow Pages	Don't Forget Friends and Family		

Hints for Inventors

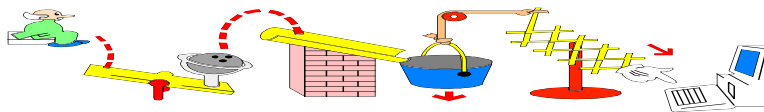
The display should include the name of the invention, the problem it solves, and a description of how it works. Your name, grade, and school should be neat.

Remember this is your invention's introduction to the world.

Do your best work!



- Always keep a notebook handy to record your ideas.
- Keep a log. Record what happens as you work on your invention.
- Explain why your invention is needed, what problem it will solve, and how it will help.
- Write about the problems you had and tell how you solved them, or if not, what you did.
- Include sketches and photographs to record your progress.
- Tell what you did to make sure your invention was original
- Look at your model and drawings and make them your best.



Need ideas? Use your imagination to think of inventions in the following categories:

New Products from Old Ideas

Airplane	Ball	Birdbath	Birdfeeder
Board Game	Building Blocks	Candy	Chair
Clothes Hanger	Clothespin	Bookmark	Healthy Snack
Dessert	Musical Instrument	Paper Clip	Pencil
Pet House	Shoe	Playground Equipment	Toy

New Uses for Old Products

Bedsheet	Book	Drinking Straws	Facial Tissue
Flashlight	Key Ring	Magnet	Milk Carton
Paper Towel Roll	Plastic Bottles	Plastic Flowerpot	Newspaper
Rubber Bands	Ruler	Shoebox	Spoon
Stool	Stuffed Animals	Styrofoam Cup	Toothpicks